Sasha and Bronco present:

100 Random Potions

"Sasha and Bronco present: 100 Random Potions" is a TTRPG supplement compatible with DnD 5e and offers impactful, fun and unusual potions for a myriad of situations.

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Introduction

Hello there.

I created this list of one hundred potions for a campaign I was running. The gimmick was that they never knew what the potion did. They rolled randomly and were told its name and how to use it. So whether your could drink, apply or throw the vial.
They then had to guess and use them when they did think it was appropriate. For each effect they found out and reported back to the alchemist Bronco, they received one Potion Point, which they could spent like money at his shop. Furthermore if they found out all effects for one potion, they got the recipe for it.

Since the campaign is coming to a close, and the potion shop was burned to the ground, I though about releasing this list, so other GMs might use some of them in their games.

Here a quick **disclaimer**:
The potions I created have effects either when drunk, applied to something or thrown. Most potions having two different usages. I tried to make the effects as short, clear and fun as possible and also included some statblocks and tips for GMs if I thought it was needed.

However keep in mind, that this list was made with the 2014 5e of Dungeons and Dragons in mind and specific for my campaign. So be careful which ones you make available in yours.

This being said, please use them however you like, change their effects, their applications and ingredients however you like.

Make them yours and have fun!

I, the esteemed Dr. Cucumber will provide valuable and indispensable commentary throughout this publication. So that you don't croak when dealing with these experimental concoctions.

Table of Contents

Introduction i
Table of Contents ii
100 Random Potions 1
1. Ant Potion 1
2. Potion of Chitin 1
3. Spectre Potion 1
4. Potion Light 2
5. Vine Potion 2
6. Potion of Mild Levitation 2
7. Forgetful Potion 2
8. Stick-Stick Potion 2
9. Blue Potion 2
10. Greater Blue Potion 3
11. Paracusia Potion 3
12. Eye-Eye Potion 3
13. Photosynthesis Potion 3
14. Armed Potion 3
15. Jelly-Regeneration Potion 4
16. Stridulation Potion 4
17. Potion of Drunk Science 4
18. Pengali Pepper Potion 4
19. Blue Light Potion 4
20. Bubble Frog Potion 5
21. Potion of Eyes Delight 5
22. 10 Minutes Ago Potion 5
23. Headless Potion 5
24. Potion of the Scots 5
25. Cold Dog Potion 6
26. Raging Potion 6
27. Water Skin Potion 6
28. Fire Blood Potion 6
29. Black Vein Potion 6
30. Stink Potion 6
31. Potion of Feeble Growth 7
32. Echos Might 7
33. Luck Reversal Potion 7
34. Vermin Wing Potion 7
35. Map Cap Potion 7
36. Miss Magic Potion 7
37. Jokeium Potion 8
38. Prime Time Potion 8
39. Metal Muncher Potion 8
40. Rejuvenation Juice 8
41. Short Term Future Gain Potion 8
42. Hushpotion 9
43. Thunders Wake Potion 9
44. Natures Friend Potion 9
45. Giant Spider Potion 9
46. Topsy-Turvy Potion 9
47. Partners in Potion 10
48. Tabaxi's Jollies 10
49. Divine Shield Potion 10
50. Demon Blood Potion 10
51. Panic Potion 10
52. Freaky Friends Potion 11
53. Time Out Potion 11
54. Push Potion 11
55. Nose Plant Potion 11
56. Pig Potion 11
57. Liquid Wildness 12
58. Calming Deep Potion 12
59. Ex Altiora 12
60. Potion of Sit Down, Shut up and Listen 12
61. Obnoxious Optimism 12
62. Bounce Bounce Potion 13
63. MerSkorp Potion 13

Table of Contents

64. ShieldForMagic 13
65. Key Finder 13
66. Thinker Vision 13
67. Distorting Potion 13
68. Potion of False Health 14
69. Nice 14
70. An-Sturm Potion 14
71. Potion of Outta'here 14
72. Potion of the Other 14
73. HØNK 15
74. Insta Grease 15
75. Potion of Supreme Smell 15
76. Brain Blender 15
77. Light <-> Dark 15
78. Bubble 16
79. Power of Blood and Flesh 16
80. Poof Potion 16
81. Shadow Cloak Potion 16
82. Aura of Light Potion 16
83. What to do? 17
84. Less Bones Potion 17
85. Randomizer Potion 17
86. Liquid Weapon 17
87. Mos-Kite-Oh No 17
88. Potion of Solid Touch 18
89. Basically Dynamite 18
90. REEEAALLL Good Relaxation 18
91. Resize Potion 18
92. Presente-Potion 18
93. An A 19
94. Belch Potion 19
95. Right Behind You Potion 19
96. Lagggsss 19
97. Potion of Instant Summon 20
98. Goating Potion 20
99. Déjà Vita 20
100. Potion Potion 20
Ingredients/Index 21
Side Effects 24
Appendix 25

100 Random Potions

1. Ant Potion

Drink: After consumption, the subject turns into a Giant Worker Ant, while not the strongest in combat, the carrying capacities of a worker Ant are enormous. This transformation lasts for 1d10 hours.
While transformed you retain your alignment and mental stats. When reduced to 0 HP the transformation ends early and any damage you take that is higher than your current HP will instead damage the character.

Thrown: A large swarm of aggressive red ants appear at the point the potion was thrown, those ants are aggressive towards any creature, until severally hurt or combat drops.

Ingredients: Ant Queen Nectar, Royal Honey, 3 ounces of Ant Poison

GIANT WORKER ANT

Medium beast (Ant), any alignment

Armor Class 13 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	1 (-5)	12 (+1)	11 (+0)

Senses blindsight 30 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Ant Worker Build. The ant counts as two sizes larger for the purpose when determining its carrying capacity, the weight it can push drag or lift and creatures it can grapple.

Ant Climb. The ant can climb difficult surfaces witout needing to make an ability check.

Hive Tactics. The Ant has advantage on attack rolls against creatures within 5 ft. of one of the Ant's allies.

Actions

Multiattack. The ant can make one bite and one sting attack on its turn.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage plus 7 (2d6) poison damage. The target must make a DC 10 Constitution saving throw, if successful, they take only half the poison damage.

The Carrying Capacity of a Giant Worker Ant would be 840 lbs; Drag/Push/Lift 1680 ft..
For the thrown effect, either use the swarm of insects statblock and make it large instead of medium, or if you are feeling mean also double their HP and make their attacks hit every character within the swarms space.

2. Chitin Potion

Drink: A hardened carapace grows over your skin, protecting you from incoming attacks. Your unarmored AC becomes 16+ your Dexterity modifier for 10 minutes.

Thrown: On impact a 5 ft. radius area becomes encased in a dome shaped chitinous shell as hard as rock. The object then has an AC of 15, 50 HP and immunity to poison and psychic damage. Any medium or smaller creature is encapsulated by the space, a large or large creature is shunted from the point of impact to the nearest available space.

Ingredients: Pulverized Giant Insect Chitin, Green Frog Secretion, Purified Mountain Water

3. Specter Potion

Drink: You and your equipment become incorporeal for 1 minute, during which you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you ends its turn inside an object.

Thrown: A Specter appears at the point of impact. It is friendly towards you, but doesn't obey you. It attacks the closest living creature, prioritizing those who attack you
.
Ingredients: Corpse Flower Pool, Filtered Salt lake Water, Crystalline Death-cap Mushroom

03. Specter Potion

4. Potion Light

Drink: You weight gets reduced to a quarter of your usual weight. Your jumping distance is four times as long/high and any fall-damage you take is halved. This effect last 1d6 hours.

Thrown: At the point of impact an incredibly strong updraft will spring forth for the next 10 minutes. The updraft works like the Gust of Wind spell, but additionally any creature that jumps in that field is catapulted 60 ft straight upwards.

Ingredients: Filtered Spring Water, Purified Mountain Water, Giant Mantaglider Wings (pulverized)

Only deal fall-damage after the ascent through the updraft if they fall outside its radius. In combat have the player descent at the end of their turns.

5. Vine Potion

Drink: If drunk the subject will experience a rapid beard growth. After 10 minutes their beard will reach the ground, after 1 hour it will be 50 ft. long. It then stops growing, can be cut and used as a 50 ft. rope.

Thrown: A vine springs forth and grows 100 ft. into the air or until it reaches a solid ceiling. It is unusually hardy and can be climbed with a successful DC 13 Athletics check. If the area does not provide sun and water it withers away after 24 hours, if the area is outright hostile it withers after 1 hour.

Ingredients: Green Rattlevine (dried), Royal Honey

6. Potion of Mild Levitation

Drink: After drinking this potion the consumer starts to levitate 1 feet over every solid or liquid matter that isn't worn or carried. Their speed becomes 30 ft. as long as they have no higher flying or hover speed and they become immune to being prone.
The effect lasts 2d6*10 minutes.

Thrown: All loose matter within a 10 ft cube is coated in the potion and begins to hover into the air. Inanimate objects can be easily pushed and dragged around, living material can move by dragging or pushing itself of off other objects. The effect lasts 10 minutes or until the potion is washed off.

Ingredients: Royal honey, Filtered Dark Moss Droplets, Yellow Dandelion Seeds (Cleaned)

7. Forgetful Potion

Drink: Upon ingesting, the consumer forgets everything that happened in the last 2d4 hours. The memories can be returned if they are reminded of them through suggestive means and explanations.

Thrown: The point of impact and each item/creature in it becomes immediately forgotten by anyone who lays eyes on it. Thus as long as nothing is moved more than 5 ft away, nobody will be able to perceive it or remember it was ever there. This effect lasts for 2d4 hours or until the liquid is washed of.

Ingredients: Lumino-plant Fluid, Jungle Dew (cleared), PulPul Mushroom Spores (purified)

The thrown effect is basically invisibility as long as the object or creature is not moved 5 ft. or more.

8. Stick-Stick Potion

Drink: After drinking this potion you are coated with a sticky film. You can not be disarmed and gain the effects of the spider climb spell for the next 10 minutes without concentration. During that time you can also grapple other creatures by using an attack to touch them (escape DC 15). However your movement speed is halved.

Thrown: Upon impact the ground in a 15 ft. radius sphere is coated with a sticky film. Any creature that moves through the area and comes into contact with the film needs to make a Strength (Athletics) check DC 15 or have their movement speed reduced to 0 this round. The glue stays until washed off.

Ingredients: Stick Blossom Coating, Insect Blood, Purified Mountain Water

9. Blue Potion

Drink: Upon being consumed by a spellcaster, that spellcaster regains a second level spell-slot. If they don't have an expend second level spot, they a first level spell-slot instead.

Thrown: Upon impact, the potion turns into a puff of blue smoke in a 5 ft. radius, for the first spell cast through it, one dice roll of the spell is the highest number possible.

Ingredients: White Swamp Oak Sap, Filtered Salt Lake water, Clear Moon-pool Water, Filtered Dark Moss Droplets, Filtered Spring Water, Clear Jungle Dew, Detoxified Insect Rot, Purified Mountain Water

10. Greater Blue Potion

Drink: Upon being consumed by a spellcaster, that spellcaster regains one sixth level spell-slot. If they don't have an expended sixth level spot, they regain a fifth level spell-slot instead. If they don't have a fifth level expended they regain a fourth level spell-slot and so on.

Thrown: Upon impact, the potion turns into a puff of blue smoke in a 5 ft. radius, for the first spell cast through it, all dice rolls of the spell is the highest number possible.

Ingredients: Green Frog Secretion, Insect Blood, Eye-Flower Fluid, Lumino-plant Fluid, Scale Snail Slime Essence, Purple Frog Secretion, Corpse Flower Pool, Royal Honey

11. Paracusia Potion

Drink: After drinking this potion, the consumer starts to vividly hallucinate, reliving twisted versions of traumatic memories from their life. During the time they are incapacitated. The Hallucinations last for 10 minutes and end early if the subject takes damage.
If all 10 minutes pass, the subject becomes shaken for the next 2d4 days, experiencing troubles sleeping and gaining permanent Ranidaphobia.

Thrown: Upon impact, an illusion of a huge devil frog appears, crying out and forcing every non animal/insect creature that can see and hear it to make a Wisdom saving throw DC 15 or become frightened of it. They may repeat the saving throw at the end of their turn, having advantage if they know its an illusion. The illusion lasts for 10 minutes.

Ingredients: Purple Frog Secretion, Filtered Dark Moss Droplets, Dried Hallucilily Petals.

12. Eye-Eye Potion

Drink: After drinking, a third eye springs out of your forehead. As long as the eye is open you have advantage on perception checks, can't be surprised and get an (additional) 30 ft. of darkvision.
Additionally you can view through foliage as if lightly obscured.
After 8 hours the eye closes itself and disappears.

Thrown: Throwing the potion on fertile ground, a plant will start to grow. After 2d6 days it reaches its full height and bears one fruit, which is a green, hard, eye looking small orb. If placed into an empty eye-socket, it will act as a normal eye with the addition, that you will have 30 ft. of darkvision if you don't have any already.

Ingredients: Eye-Flower Fluid, Royal Honey, Shambling Mound core.

To make things more fun, have the darkvision appear in shades of green instead of gray.

13. Photosynthesis Potion

Drink: After drinking your skin turns a bright green and can life of only water, soil and light for 1d6 days, as your body begins to develop photosynthesis. During this time you can still use rations if you don't have access to sunlight.

Thrown: If thrown on a wilting plant, that plant is rejuvenated and comes back to life within the next hour. Larger plants might require larger amounts of the potion.

Ingredients: Purified Mountain Water, White Swamp Oak Sap, Bi-Bon Saplings

14. Armed potion

Drink: After consumption the subject grows an additional set of arms under their normal pair. These arms can be used like normal arms, allowing a creature to duel wield two handed weapons or multiple sets of weapons. They also have advantage on Strength (Athletics) checks. After 10 minutes the arms fall off lifeless.

Thrown: Upon impact a small plant sprouts. After 1d6 hours the plant will grow an arm out of the effected area. It acts on its own terms and is friendly to the summoner.
If connected to a missing arm, the grown arm will connect to the creature, replacing their lost limb. After 1 day, if not replacing a lost limb, the grown arm withers and dies.

Ingredients: Insect Blood, Royal Honey, Five-fingered-mushrooms.

Keep in mind that wielding two Shields would not stack their AC bonus. For the grown arm you can use the Crawling Hand statblock.

Potions to replace lost parts of Characters are good to introduce as recipes when one of them already lost said part. A quest to replace an arm or eye is more memorable and feels more rewarding.

12. Eye-Eye Potion

15. Jelly-Regeneration Potion

Drink: Upon drinking, any interior body part or Organ missing by that person is instantly regenerated gaining the genetic code out of the remaining body. The replaced part is partially translucent, but otherwise works normal. This can replace for example a collapsed lung or extracted brain. Drinking this without a missing body part has no effect.

Thrown: Upon impact the liquid inside starts to form a new Celeste Jellyfish, which drifts up and towards the nearest pathway to the feywild. It will move without pause, for days if needed. If no pathway exists on the plane it will sink to the ground and die instead.

Ingredients: Royal Honey, Scale Snail Slime Essence, Celeste Jellyfish (Dissolved)

CELESTE JELLYFISH

Medium celestial-fey (Jellyfish), neutral good

Armor Class 12
Hit Points 9 (2d6 + 2)
Speed 0 ft., fly 30 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	8 (-1)	12 (+1)	14 (+2)

Senses blindsight 15 ft., current-sense (blind beyond this radius), passive Perception 11
Languages —
Challenge 1/8 (25 XP)

Empathetic Bond. The Celeste Jellyfish knows the emotional state of any creature within 15 ft. of it and changes its colour to match the state of the closest one.

They also understand their surface thoughts and intentions.

Greater Regeneration. At the beginning of the Jellyfish's turn it regains 2d6 HP. This trait does not work if it takes acid damage before regaining these Hit Points. In which case it dissolves into a liquid.

Actions

Tentacle Sting. *Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4+2 lightning damage.*
The target must succeed a DC 10 Constitution saving throw or be stunned until the end of its next turn.

Shared Regeneration (1/day). *The Jellyfish attaches to another creature and shares its regenerative abilities with it. At the start of that creatures turn it regains 1d6+1 HP.*
The Jellyfish can stay attached like this for up to 3 turns and is able to end the effect early as a bonus action.

16. Stridulation potion

Drink: After consumption, small mandibles form around your mouth and you become unable to speak any language. Henceforth everything you say becomes a chittering noise, that seems to be understood by any insects. You also become able to understand insects in response.
This effect lasts to 1d6 hours after which the mandibles retract into your skull.

Thrown: Upon impact, a noise starts to emanate from the broken potion. The sounds resemble distressed insect chattering and can be heard out to 600 ft. away. Any insect in the facility becomes agitated and moves towards that point, looking for an aggressor. The effect lasts for 10 minutes.

Ingredients: Eye-Flower Fluid, Clear Jungle Dew, Pulverized Insect Mandibles, Cone flower (detoxified)

Next to being delicious, insects are a source for a myriad of information. Like rats and pigeons in cities, they are everywhere in a forest and share among each other subtle changes throughout the area within minutes.

17. Potion of Drunk Science

Drink: After drinking this highly alcoholic potion, you become heavily intoxicated, also your intelligence score increases to 20 if it isn't higher already. After 1d6 hours the effects revert, you get a headache for 1d4 hours and your intelligence drops to your normal score.

Thrown: Upon impact, a 5 ft. square gray mist occupies the space for 1 minute. Any creature that breaths the mist in must make a DC 12 Constitution saving throw or become poisoned. They may repeat the save at the end of their turn. Whether they fail or succeed, their next intelligence check is made with advantage.

Ingredients: Green Frog Secretion, Purple Frog Secretion, Cerebral Fruit, High Percentage Alcohol

18. Pengali Pepper Potion

Drink: Immediately after drinking this potion the consumer must use their action to breath a cone of fire directly in front of them. Each creature in the cone must make a DC 13 Dexterity saving throw. They take 7d6 fire damage on a failure and half as much on a success.

Thrown: In the square of impact a fire start burning localized in a 15 ft. radius for the next minute, or longer if fueled by burnable materials. Every creature that starts their turn there or moves there for the first time on their turn takes 5 fire damage.

Ingredients: Scale Snake Wlime Essence, Filtered Salt-lake Water, Pengali Pepper (diced)

19. Blue Light Potion

Drink: Upon drinking all your body fluid starts to grow in a bright blue light. This includes eye fluids, leading to a persisting cone of 10 ft. bright, 20 ft. dim light in front of you. This effect lasts 2d6 hours.

Shaken: When shaken the bottle with the fluid starts to glow 15 ft. bright, 15 ft. dim for 1 minute, after which it cannot be activated again for 1 hour.

Ingredients: Filtered Spring Water, Lumino-plant Fruit, Sun-Spores

20. Bubble Frog Potion

Drink: The potion contain a number of bubbles, if swallowed, you gain the ability to jump three times your normal jumping distance. In addition, your skin starts to be covert with a slippery mucus, giving you disadvantage on grapple checks from your side, while making you immune to the grappled and restrained condition.
The effect lasts 1 hour.

Thrown: Upon impact, the bubbles in the potion burst spawning 2d6 frogs (Green/ Purple). These frogs listen to your command and work like familiars to you for 1d6 hours, after which they simple hop away.

Ingredients: Purified Mountain Water, Filtered Salt-lake Water, Half a Dozen Frog Eggs.

Before you ask, no I have no problem with my kin being used for ingredient. Most don't share my intelligence and I have a solid croak on how the natural circle works.

21. Potion of the Eyes Delight

Drink: After drinking, you appear to anyone who lays eyes on you as the most beautiful person they have ever seen. This might mean that you appear as the opposite sex or as a different race. As long as they are fooled by this illusion you have advantage on all charisma checks against them and they might perform small favors for you.
The effect lasts 1 hour, or until the spectator realizes it is an illusion.

Thrown: A beautiful apparition appears at the point of impact. This illusion looks like the most beautiful person for anyone who sees it and captures every ones attention, unless they know that it is an illusion. All affected creatures have disadvantage on perception checks and forget what they were currently doing. After 1d6 minutes the vision disappears and everyone goes back to the task they were currently performing as if nothing happened.

Ingredients: Lumino-plant fluid, Purple Frog Secretion, Venus Trapper Stem

22. 10 minutes Ago Potion

Drink: Upon drinking this potion, you are instantly teleport back to the point you stood ten minutes ago. Your HP and used features stay the way they are, only your physical position changes. You keep everything you are wearing or carrying.

Thrown: If thrown on an empty place on the ground, the last sentient being who stood upon this spot is brought back there instantaneously. To work, the creature can not be gone for more than 10 minutes.

Ingredients: Insect Blood, Royal honey, Fluttering Vines Juice

23. Headless Potion

Drink: After drinking this potion your head detaches from your neck without killing you. Your head stays sentient, however it cannot control the body freely anymore. Rather the body acts on its own following the heads orders. In combat the bodies turn is right after the heads. After 1 hour of detachment, the head and body stump starts to bleed. Every 6 seconds you take 1d6 force damage until the head is reconnected. The head can be reconnected before the hour is up.

Applied: After being applied to a slashing weapon, the weapon starts to deal 1d6 extra force damage for 5 attacks, or until it is washed of. During that time if you roll a 20 on a d20 attack roll with the weapon roll another d20. If you roll a 20 again you cut off the creatures head if it has any. The creature dies if it needed the head to survive.

Ingredients: Eye-Flower Fluid, Filtered Spring water, Steel fiber grass.

24. Potion of the Scots

Drink: The drinker begins to speak in a heavy Scottish accent. They also receive 10 temporary Hit Points and become immune to the frightened condition.
The effect lasts for 10 minutes or until the character fails to speak in a Scottish accent.

Thrown: Upon impact bagpipes start to play as a fine Red-Black plant is sprouting, interweaving its own fine branches. After 10 minutes the music stops and the plants has woven itself into a fine looking quilt fitting your size.

Ingredients: Lumino-plant fluid, Unpolluted White Swamp Oak Sap, Red-Black Tartan moos

Remember, never try to force a player to act out character effects, like a accent, if they are uncomfortable with it.

25. Cold Dog potion

Drink: This potion tastes like a delicious chocolate-cookie-cake. Drinking it gives enough nourishment for one day and your breath smells like chocolate.
Before consumption the potion smells like wet dog.

Thrown: Upon impact the effected area gives off a sweat chocolate scent, that attracts insects and other small creatures looking for food.

Ingredients: Filtered Salt-lake Water, Brown Tree-beans (Pulverized), Sweet Swamp Sprouts

26. Raging potion

Drink: This potion grants the effect of a barbarian rage. This rage is level 1 for any class that isn't a barbarian. For a barbarian it is of the same level than theirs. The effect lasts for the full minute without having to deal damage or take any during that time.

Thrown: After impact a mist of red smoke fills the area agitating any creature within a 20 ft. radius and making them more aggressive. The smoke lasts 10 minutes or until dispersed by a strong wind. The effect lasts for 10 minutes after being breathed in.

Ingredients: Lumino-plant Fluid, White Swamp Oak Sap, Insect Resonance Bladder Liquor.

27. Water Skin Potion

Drink: On consumption, you skin turns slimy and translucent, giving you the ability to breath underwater through your skin, ignoring any toxic poisons in the water.
The effect lasts for 8 hours, during which time if you stayed out of water for more than 1 hour, without being submerged for at least a minute, you take 1 level of exhaustion.

Thrown: Upon impact a slippy slime covers the area in a 15 ft. radius. Any creature starting their turn their or moving 5 ft. while standing must make a DC 15 Dexterity safe or fall prone.

Ingredients: Royal honey, Filtered Salt-lake Water, Frog Laich Mucus.

28. Fire Blood Potion

28. Fire Blood Potion

Drink: After drinking this potion your blood begins to boil. You gain resistance to fire damage. In addition, the first time you are hit each turn with an attack, fire erupts from your veins dealing 1d6 fire damage to every creature within 5 ft. including yourself.
The effect lasts for 1 minute.

Thrown: Upon impact, red veins crawl over the ground in a 5 ft. square. The first time a creature enters that square the veins erupt with fire forcing every creature within a 10 ft radius to succeed on a DC 15 Dexterity saving throw, taking 5d6 fire damage on a failure or half a much on a success.
The veins last in the square for 1d6 hour or until triggered.

Ingredients: Green Frog Secretion, Filtered Spring Water, Pengali Pepper (diced), Red Blood

29. Black Vein Potion

Drink: Your veins turn black, empowering you with necrotic energy. Undead creatures regard you indifferent as long as you don't attack them. Furthermore Necromancy spells you cast work as if cast with a spell slot one level higher than expended (Maximum of 9th level) .
This effect lasts for 1d4 hours.

Thrown: Upon impact all life is drained from the ground in an area of 15f ft. radius. Furthermore any dead humanoid creature weather buried or not rises as a zombie. These zombies are hostile towards anything living and last until killed.

Ingredients: Corpse Flower Pool, Detoxified Insect Rot, Bone dust from a Corpse Dead for more than 100 Years.

30. Stink Potion

Drink: Upon ingesting you begin to emit a rancid smell from your mouth. Creatures talking to you will try to get away from you finding polite reasons to leave the room. However you have disadvantage on persuasion checks.
You do not smell it yourself. The effect lasts for 24 hours or until you drink some tomato juice or brush your teeth.

Thrown: Upon impact, a foul stench fill an area within a 30 ft. radius or filling one room. Every creature in this area feels to urge to leave immediately.
The smell remains for 1 hour or until a strong wind disperses it.

Ingredients: Filtered Salt-lake Water, Fyngum Stinkus (mashed)

31. Potion of Feeble Growth

Drink: After drinking you grow two sized larger, to a maximum of 20 ft in height. You have advantage on Strength saving throws and Strength checks, 5 ft. additional range on melee attacks and deal an extra weapon damage die with each attack.
The effect lasts 1 Minute or until you are damaged from any source. If you take damage a strong wind pushes out your wound pushing any creature within 5 ft. of you 10 ft. backwards as you, accompanied by a high pitched whirring sound.

Thrown: Whatever the potion is thrown on starts to grow in size until it is 20 ft high. If it is inanimate it stays that way for 1 hour, creatures only stay this way for 6 seconds (1 round). During which time they have an additional 5 ft. range on melee attacks and deal an additional weapon damage die with each attack. Inflated objects are also soft and spongy.

Ingredients: Royal honey, Giant Corb Mushroom Spores (Cleaned)

32. Echos Might

Drink: After drinking a spectral mist forms behind you. Every time you take an action, this mist will form the necessary appendages to imitate the action. In combat they attack immediately after you, however they do not have any modifiers on the attacks or checks.
This mist lasts for 10 minutes.

Thrown: Upon impact a copy of yourself appears. It will go to the place where you were 24 hours ago and reenact all the actions you took since then. The copy can not carry or manipulate any matter. Any creature can discern the fact that it is a fake if they interact with it or see it do something impossible.

Ingredients: Echo of a flower, Purple Frog Secretion, Clear Moon-pool water

If you don't want to roll additional dice for the mist forms attacks, just take the plain number the player rolled and check if it still hits.

33. Luck Reversal Potion

Drink: After drinking this, the next natural 1 one any dice roll is considered a natural 20. This effect lasts for 1 hour or until used.

Applied: To be applied to armor or equipment. The next time an enemy is attacking you and rolls a natural 20, it becomes a natural 1 instead, the effect lasts for 1 Hour.

Ingredients: Eye-Flower Fluid, Filtered Dark Moss Droplets, Up-beat Reed, Low-beat Cattail

34. Vermin Wing Potion

Drink: Upon ingesting, insect like wings spread out of your back in a pair of four. They may be ripping apart clothes or damaging armor during their emergence.
These wings last 2d4 hours and are accompanied by the associated buzzing of insect wings.
You gain a flying speed of 60 ft. however you can only fly in a straight line during your turn.

Thrown: After impact the sound of dozens of flying insect wings can be heard in the near facility. This sound is deafening causing perception checks relying on sound to automatically fail and no conversation can be audibly heard. Additionally the sound messes with creatures that concentrate on spells or other effects, giving them disadvantage on concentration checks.
The effect lasts for 2d4 minutes, after which it stops with the sound of a whip and splash.

Ingredients: Royal honey, Clear Jungle Dew, Pulverized Insect Wings, Vermin Cabbage

35. Map Cap Potion

Drink: After drinking you see a mental vision of the terrain around you in a 100 ft. radius, giving you knowledge about the general outlay, as well as other creatures in the area. You know every creatures position and location of any traps or hidden doors.
The effect lasts for 1d10 rounds.

Thrown: Upon impact, the bottle fluid will draw the outlines of all corridors of the space you are currently in, giving you a map of the current dungeon level you are in.
If thrown outside it will picture the area in a 100 ft. radius.
The fluid dissipates after 10 minutes or until washed away.

Ingredients: Eye-Flower Fluid, A bottle of Ink, Ruin Moss (dried)

36. Miss Magic Potion

Drink: After drinking, the next spell cast during the following 1 hour, is randomly changed to another spell of the same level. After the change you become aware of the spells nature and can change targets if needed.

Thrown: Upon impact any magical effect that effects the area, a creature or object within a 10 ft. radius is randomly changed to a different effect of the same spell level, as determined by the GM. If no such effect exists, the spell ends. If the spell requires concentration, it doesn't for the new effect.

Ingredients: Lumino-plant Fluid, Clear Moon-pool water, Variegation Grass

Don't look to long for perfect spells as GM, just take the first one that seems fitting and fun.

37. Jokeium Potion

Drink: After being ingested you are susceptible to any kind of joke while also feeling incredibly funny yourself. Any time you tell a joke each creature that can hear it must make a DC 15 Charisma saving throw or begin to chuckle until the start of your next turn, during which they can't talk or cast spells. If they fail by 5 or more they become incapacitated instead. You yourself must also make the safe with disadvantage.
The effect lasts 1d6 minutes and stops early if the susceptible person is hurt or something truly unfunny happens.

Thrown: A cloud with a 10 ft. radius originates from the point of impact. Every creature in the cloud must make a Wisdom save DC 13 at the start of their turn or begin/continue to laugh uncontrollably, falling down and becoming incapacitated. The cloud remains 1d6 round and can be dissipated by a strong wind.
A creature may repeat the save if they are taking damage, in which case they become immune to its effect for 1 round.

Ingredients: Lumino-plant Fluid, Filtered Dark Moss Droplets, Funny Bone Plant (dried and pulverized)

38. Prime Time Potion

Drink: After consuming the potion every attack roll, saving throw and skill check that creature does gets a +3. This effect lasts 10 minutes. However after that effect the creature falls magically asleep for 1 hour and can only be awakened by magical means.

Applied: If applied to a weapon the weapon gets a +3 attack and damage bonus. This effect lasts for 1 hour after which the weapon breaks or needs repair. If it was a magical weapon, its magical properties don't work for the next hour instead.

Ingredients: Lumino-plant Fluid, Purified Mountain Water, Prime Sunflower (Harvested while blooming)

39. Metal Muncher Potion

Applied: After being applied to any non-magical metal, that isn't being worn or carried, Metal Muncher eats through the metal and breaking it apart. One flask can eat through a 5 ft. cube of metal after which it's running out of juice.

Thrown: Throwing the Metal Muncher at any non-magical metal weapon or armor, that piece gets a permanent -1 each round the Metal Muncher isn't removed. If the piece receives a -5 it is permanently destroyed.
It can be removed by a creature as an action.

Ingredients: Corpse Flower Pool, Filtered Salt-lake water, Corrosive Ooze

40. Rejuvenation Juice

Drink: After drinking this potion you lose 1 level of exhaustion. If you are not exhausted, it overly charges you causing the effect of a *hast* spell for 2d6 rounds. Without the repercussions afterwards.

Thrown: If thrown into an area where people are resting in for at least 1 hour, every creature regains 2d8 additional hit point, if they spent any hit dice. If they take a long rest instead, their level of exhaustion is reduced by 2 instead of 1.

Ingredients: Scale Snail Slime Essence, Purified Mountain Water, Golden Truffle

41. Short Term Future Gain Potion

Drink: After drinking this potion you are able to look 6 seconds into the future. Attacks against you are made with disadvantage and your attacks have advantage. However the nauseating effect causes you to potentially lose track. At the start of each turn make an Intelligence saving throw or be poisoned until the end of that turn. The effect lasts for 2d10 rounds of combat.

Thrown: After throwing the potion into a 5 ft. square you will learn the creature type, name and destination, of the next creature that will most likely pass through this spot.

Ingredients: Clear Moon-pool Water, Clear Moon-pool Water, Avoiding Vine Buds

GM Notes: As with all effects that predict the future, any changes made by the people who know about it might change the outcome.

39. Metal Muncher Potion

42. Hushpotion

Drink: After ingesting any sound you make is completely silent. While you still speak the works, no living creature can hear them, meaning while silent you can still provide verbal components for spells.
After 1 hour the effect fades.

Thrown: On impact, a 15 ft. radius sphere of silent surrounds the place for 1d6*10 minutes. This silence can only be removed by dispelling magic.

Ingredients: Purple Frog Secretion, Clear Moon-pool water, Silent crawler stem.

43. Thunders wake Potion

Drink: After drinking this Roll a D6 as you burp loud enough to be heard up to 300 ft. away.
On a 1 you become deafened
On a 2-3 you gain resistant to Thunder damage
On a 4-5 you gain resistance to Thunder and Lightning damage.
On a 6 you gain immunity to Thunder and Lightning damage.
The effect lasts 1d4 hours.

Thrown: Upon impact a lightning ball emerges out of the bottle, which will stay in its place for 2d6 rounds. The lightning ball will sap the closest creature withing a 60 ft. radius. It has a +6 to hit and deals 1d10 lightning and 1d10 thunder damage.

Ingredients: Green Frog Secretion, Scale Snail Slime Essence, Thunders wake Mold

44. Natures Friend Potion

Drink: After drinking this potion, every insect, animal or plant in the area will regard you as one of their own. They won't defend you nor fight for you, however they tolerate your presence in sensitive areas such as their hives, nest or groves, as long as the potion lasts and you don't act hostile towards them.
The effect dissipates after 1 hour.

Thrown: Upon impact any insect, animal or plant within 20 ft. gets from aggressive to indifferent or from indifferent to friendly towards any creature it can see.
The effect lasts for 10 minutes after which the insect, animal or plant might become angry with you.

Ingredients: Lumino-plant fluid, Filtered Salt-lake Water, Nip-Nip Lavender

45. Giant Spider Potion

Drink: After drinking this potion, four giant spider legs spring out of your side. For the duration you gain a climbing speed of 40 ft., are able to stick to walls and ceilings, as well as the ability to make an unarmed attack using your strength or dexterity, dealing 1d6 piercing + 1d6 poison damage. You can make this attack as a bonus action, as long as you have more than 2 free spider legs remaining.
The effect remains for 10 minute, or until you lose all four legs. You lose one leg each time you take more than 10 damage at once.

Thrown: In a 20 ft. square around the potions impact, giant spider legs sprout out of the ground. Any creature starting their turn in that field must make a DC 14 Dexterity save or take 1d6 piercing + 1d6 poison damage. The area is also difficult terrain.

Ingredients: Royal honey, Filtered Spring water, Detoxified Giant Spider Poison

45. Giant Spider Potion

46. Topsy -Turvy

Drink: After drinking, all of your ability scores switch at random. This lasts for 24 hours or until cured by a greater restoration.

Thrown: After impact, each creature in a 20 ft. radius must make a DC 13 Wisdom saving throw at the start of their turn or becomes disoriented. If they move, their direction is random. All their action are at random as well, when they attack they must use a random weapon, if they cast a spell, they state the expended spell slot and roll a random spell effect. Also ethereal circus music starts playing in the area.
The area stays like this for 10 minutes or until dispelled.
They can repeat their safe at the end of their turn, if they are outside the effected area.

Ingredients: Purple Frog Secretion, Filtered Dark Moss Droplets, Topsy-Turfy Truffle

To determine the switches one by one roll a d6 for each of your scores. 1 correlates to Strength and 6 to Charisma, if you roll an already occupied spot, the score instead moves to the closest yet unoccupied stat.

47. Partners in Potion

Drink: This potion is split apart in the middle and needs to be drunk by two different individuals to take effect.
Upon consumption by the second person, both characters are bond together by a magic link. They can feel each others emotions, giving advantage on Wisdom (Insight) checks against each other. Furthermore both can telepathically talk to each other as long as they are on the same plane of existence.
They also share their pain, if one takes damage, that damage is split in half and transferred towards the other as psychic damage, if they are within 60 ft. of each other.
The connection lasts 2d4 hours, after which the connection cuts, leaving each with a very lonely aftertaste.

Ingredients: Green Frog Secretion, Corpse Flower Pool, Twin-Spiral Berries (separated stomped)

48. Tabaxi's Jollies

Drink: After drinking this potion you will have a faint smell on you that Cats, Tabaxi, Leonin or other feline creatures find very pleasant. You gain advantage on any charisma (Persuasion and Deception) check regarding interactions with felines. In addition any feline related creature can smell your exact location up to 60 ft. away. The effect lasts for the next hour, after which they lose interest in you.

Thrown: Upon impact a 5 ft. square will emanate a strong scent that attracts feline creatures. Any Cat related monster, as well as Tabaxi and Leonin will be intrigued by the smell and instinctively move towards it, as long as there is no perceivable danger or other task they have to complete first.
The scent evaporates within 10 minutes.

Ingredients: Nip-Nip Herb, Cat Hair, Filtered Dark Moss Droplets

49. Divine Shield Potion

Drink: After drinking this potion, a shimmering golden shield covers you like a second skin. In the next 24 hours the first time you would take damage from any source, it is completely negated.

Thrown: Upon impact any creature within 10 ft. of that point gains an additional +3 AC for the next 3d6 minutes.
If you roll three times 6, everyone instead loses 3 AC for the duration.

Ingredients: Goldhorn Beetle (stomped), Green Frog Secretion, Filtered Spring water

47. Partners in Potion

50. Demon Blood Potion

Drink: Your gain incredible strength. Your Strength score will become (16, 20, 24) and your Dexterity (14, 17, 20) if not higher already. You gain resistance to Cold, Fire, Lightning damage and immunity to Poison damage. Furthermore you can neither be frightened nor charmed.
After ingesting this potion you must also make a Wisdom Saving throw DC 16, 19, 21 or lose control, conceiving ever living thing as your enemy.
The effect lasts for 10 minutes or until you are incapacitated. After the effects subside you have to make a DC 13, 16, 19 Constitution saving throw or suffer 1 level of exhaustion.

Thrown: Upon impact, a demon of the same type as the one used to craft this potion is summoned. It stays for 2d6 rounds attacking a living creature at random. After its time is up or when its HP hit 0 it disappears.

Ingredients: Mucus left by a Demon (Tier 1, 2 or 3), Devil Sprout, Royal honey, Insect Blood

The Demon Tier equals the tiers of play for players. Tier 1 being CR 0-4; Tier 2 being CR 5-10 and Tier 3 being CR 11-16.

51. Panic Potion

Drink: After consuming this potion, your physical appearance changes to match the worst fear of the first humanoid creature that lays eyes upon you. That creature is then frightened of you until is succeeds at a Wisdom saving throw DC 18 at the beginning of its turn. Other creatures might also become frightened depending on the thing you turn into.
The effect lasts for 10 minutes.

Thrown: Upon impact your worst fear manifests where the potion is spilled. You become frightened of the vision and other sentient creatures might also panic at the sight of your worst fear. The effect lasts for 1 hour or until you are more than 200 ft. away from it.

Ingredients: Fear Flower, Purple Frog Secretion, Detoxified Insect Rot

52. Freaky Friends Potion

Drink: This potion is split apart in the middle and takes effect after both sides have been consumed by different humanoid creatures. The next time these two creatures finish a long rest they switch body, retaining their mental stats but switching their physical as well as all abilities from class and race.
They switch back after the next long rest they take.

Thrown: Upon impact, you create an either blue or red 5 ft. circle on the ground (depending which side you throw). Once both have been thrown they magically connect the two places for the next hour allowing every creature who walks through one hole to appear at the other. The second potion has to be thrown within 1 minute of the first one.

Ingredients: Red Mist Petal, Blue Rock Petal, Insect Blood, Clear Moon-pool water

53. Time Out Potion

Drink: Upon drinking this potion, time slows to a halt for you. Everything including your own body freezes, giving you time to make a decision or plan your next move. After 10 minute of consideration, time starts up again and continues where it left off.
If you try to do what you planned you have advantage on your next round of attacks or checks and everything that tries to hinder you in that endeavor has disadvantage. You also have advantage on saving throws in that regard.

Thrown: Upon impact time freezes for everyone. Each creature within a 15 ft. radius of the impact is only effected in body. They can still think and talk, but are unable to use magic. During the next minute the effected creature may converse, plan a course of action or defuse a situation.

Ingredients: Clock-Work Growth, Eye-Flower Fluid, Clear Jungle Dew

54. Push Potion

Applied: When applied to a weapon, for the next minute or until you hit with the weapon 5 times, that weapon pushes large or smaller enemies 5-15 ft. away from you upon hit. Roll a d3 to determine the distance.

Thrown: Upon impact every creature within a 15 ft. radius must make a DC 17 Strength save or be pushed 10-20 feet away from the center, depending on how close they were.

Ingredients: Hammer Bush Berry, Scale Snail slime Essence, Purified Mountain Water

55. Nose Plant Potion

Drink: After ingesting, roots sprout through your lungs dealing 2d4 piercing damage, then quickly extend through your throat and out your nose. For the next 24 hours the plant will provide air and you don't need to breath. Once the 24 hours are up a single nose shaped fruit sprouts from the twigs in your nose and falls off. You are incapacitated for 1 round as you are coughing up the plant.

Thrown: Upon impact a seed implants in the ground. Over the course of two weeks (20 days), a complete Nose Fruit tree grows from the ground bearing 1d6 nose Fruits every 10 days.

Ingredients: Nose Plant Fruit, Royal honey, Filtered Salt-lake Water

56. Pig Potion

Drink: Your physical appearance changes to match that of a humanoid pig, making you unrecognizable. Your Charisma Score becomes 6, if not already lower. Additionally you get the feeling that laws don't apply to you. Every crime you commit during that time won't be hold against you. However others also are not bound by any law to treat you as a humanoid.
This effect lasts for 12 hours (-2 for each serving of food it was applied to).

Applied: If applied to any food, that food will taste like a delicious Pork-shop no matter how it originally tasted like. It also counteracts any possible poisons in that food.
The potion is good for 6 servings.

Ingredients: A Pork-chop, Lumino-plant fluid, Purified Mountain Water

An old friend always said: "Laws don't apply to pigs.", he also said he would rather be a pig than a fascist.

54. Push Potion

57. Liquid Wildness

Drink: After consuming this potion, each time you cast a spell with a spell level of 1st or higher, roll on the Wild Magic Sorcerers Wild Magic Surge table. This effect lasts for 1 minute and the minute starts once the first spell was cast after the potion was consumed.

Thrown: After impact, each creature within a 15ft. radius will experience a Wild Magic Surge at the start of their next turn. Roll separately for each on the Wild Magic Sorcerers Wild Magic Surge table.

Ingredients: Crystalline Magic, Scale Snail Slime Essence, Clear Moon-pool water

58. Calming Deep potion

Drink: Upon drinking this dark brown potion, your voice becomes a passionate deep tone. Being magically pleasing to anyone who hears it. You gain advantage on Persuasion (Charisma) and Deception (Charisma) Checks relying on your charming voice. This effect lasts for 1 hour.

Thrown: Upon impact the whole room or an open area of 100 ft. diameter is shrouded in dim blue light and all sounds made are dampened as if underwater. Furthermore creatures in the area can swim and float through the air, as if it was water.
After 1d6 minutes the area returns to normal.

Ingredients: Bearded Moss, Filtered Dark Moss Droplets, Purified Mountain Water

Remember, never try to force a player to act out character effects, like a deep voice, if they are uncomfortable with it.
While the area is like water, it is still perfectly breathable and while speech is dampened, verbal components are unaffected.

59. Ex Altiora

Drink: After consuming this potion your are immediately teleported 10.000 ft. straight upwards and then you begin to fall. Upon impact with any ground you will receive no damage, but feel dizzy for 1d6 minutes. Also roll a DC 10 Wisdom saving throw or be afraid of great heights for 2d10 days.

Thrown: Upon impact every creature within a 15 ft. radius must mage a Dexterity saving throw DC 15 or be flung 60 ft. into the air, or as high as the ceiling allows). Each creature that can not stay up starts to fall at the start of their turn.

Ingredients: Vertigo Flower, Purified Mountain Water, Filtered Dark Moss Droplets

60. Potion of Sit Down, Shut up and Listen

Drink: Upon drinking this potion, you are compelled to sit down, shut up and listen. During the effect of the potion your movement speed is 0 ft. and you can not talk. However you gain advantage on Perception (Wisdom) Checks and can hear everything clear up to a mile away. The effect lasts for up to 2 hours or until you make the choice to end it as an action.

Applied: Upon being applied to a piece of equipment, you gain a +10 on all Perception checks for the next 24 hours, as long as you are sitting down and not talking. Thus the bonus does not apply while you are walking or talking.

Ingredients: Watch-out Weed, Eye-Flower Fluid, Purified Mountain Water

61. Obnoxious Optimism

Drink: After consumption you are filled with the overwhelming feeling that this is the best day of your life, regardless of the situation you are in. You are more than happy to share this fact with everyone around you. This persists for the next 24 hours, during which you are immune to being frightened and can't judge the danger of any given situation.
Additionally your optimism makes you incredibly lucky in mundane tasks. During the effect you can critically succeed on skill checks.

Thrown: Upon impact, every creature within a 15 ft. radius must make a Wisdom saving throw DC 15 or become compulsively happy and optimistic and impervious to negative emotions. This effect lasts for 1d10 minutes and effected creatures can repeat the safe, if they or an ally of them is attacked.

Ingredients: Smiley Daisy, Purple Frog Secretion, Filtered Dark Moss Droplets

GMs call skill checks, so you can only succeed if the GM allowed the check in the first place. Additionally, happy people can still fight, though they might not take it as serious and go all out.

62. Bounce Bounce Potion

Drink: After consumption you skin gains a rubbery texture. You gain resistance to bludgeoning damage, however each time you would take bludgeoning damage you are also moved in the direction opposite to the damage source equal to the damage you took in feet. If this makes you collide with a wall or other immovable object, you bounce back into a random possible direction.
The effect lasts for 1d10 hours.

Applied: If applied to a ranged weapon, its projectiles start to bounce between enemies. On a hit, the projectile will fly to the next closes enemy within 30 ft., but its to hit is reduced by 5. They bounce until they miss an enemy.
You can also shoot with this ammunition around corners or past cover.
The potion is enough to coat 10 pieces of ammunition and the coating lasts for 12 hours or until the ammunition was used.

Ingredients: Bounce Mushroom spores, Green Frog Secretion, Filtered Spring water

63. MerSkorp Potion

Drink: After drinking you transform into a Sea-Scorpion Merperson. You gain a plated fishtail and the ability to breath and filter water.
You movement speed is reduced to 5 ft. and you gain a swimming speed of 40 ft.. Additionally your AC is increased by 2.
The effect lasts for 2d10 hours.

Applied: If applied to a weapon, the first three enemies hit by the weapon take an additional 1d6 poison damage. Additionally they have to make a DC 12 Constitution saving throw of be paralyzed till the end of their next turn.

Ingredients: Sea-Scorpion Poison, Royal honey, Detoxified Insect Rot

64. ShieldForMagic

Drink: After drinking this potion, all of the characters available Spell-slots are instantaneously spent. You gain temporary HP equal to 10* the Spell-slots spent that way with an additional 5 for each spell-slot level over 1st.
The temporary HP stay till the end of your next long rest.

Thrown: Upon impact each creature within 15 ft. loses their highest level spell-slot. All creatures in that area then gain temporary HP equal to 5* the total number of Spell-Slot levels lost through the potion, divided equally upon all creatures in the radius.

Ingredients: Crystalline Magic, Green Frog Secretion, Detoxified Insect Rot

65. Key Finder

Drink: After drinking this potion you will see any item that belongs to you, that you don't currently know its exact position. The effect lasts for 1 minute and you can use an action to change focus between different objects. During that time you are blinded.

Thrown: Upon impact, a small mote of mist will start moving towards the nearest lost or hidden item in your facility.

Ingredients: Mubbel Bug Essence, Eye-Flower Fluid, Filtered Spring water

If you have nothing planned to be found in the area and they throw the potion, choose a random trinket table and let them roll to find something. You may or may not give it relevance in the future.

66. Thinker Vision

Drink: Upon drinking you become blinded, as your vision shifts to any creature that specifically thought about you in the last 24 hours. You see through their eyes as if you were in their space.
Each time you blink, your vision jumps to another creature that thought of you. The effect ends when you have seen through all of their eyes ones.

Thrown: Upon impact, an illusory version of the most relevant alive person that thinks about you appears at the point of impact. This figure mimics the pose and movements of its real counterpart and stays for around 1 minute.

Ingredients: Mememores, Eye-Flower Fluid, Clear Jungle Dew

67. Distorting Potion

Drink: Upon ingesting, you can choose one of the following effects:
Distorted Smile: Your mouth becomes impossible wide and sharp. You have advantage on Intimidation (Charisma) Checks. Furthermore you can use your action to try and frighten a creature, which has to contest your Intimidation (Charisma) with an Insight (Wisdom) Check.
Distorted Hands: Your hands become unsettling long and sharp. If you use them to make an unarmed attack they deal an additional 1d6 slashing damage and have a 10 ft. reach.
Distorted Body: Your whole body becomes twisted, using your action this is allowing you to squeeze through openings as small as a three inches.

These effects last for 10 minutes and you can change between the options as a bonus action.

Ingredients: Twisting Vines, Royal honey, Detoxified Insect Rot

68. Potion of False Health

Drink: Upon drinking this potion, you take 8d4+8 necrotic damage, then receive the same amount as Temporary Hit Points. The necrotic damage can not reduce you to less than 1 HP.

Thrown: Upon impact, any creature within a 15 ft. radius will believe that they were healed by 4d4+4 HP. They may figure out that this is not the case if they have a passive medicine of 15 or higher or do an active medicine check DC 15.

Ingredients: Medicinal Herbs, Detoxified Insect Rot

69. *Nice*

Drink: After consuming this potion, the next time you roll a 6 on a d20 you can add an additional 9 to to roll. Furthermore when you roll your next 9 on a d20 you can add a 6.
The effect lasts for the next 24 hours or until both are used up.

Thrown: Upon impact each creature within a 5ft. radius must succeed on a DC 20 Wisdom saving throw or only be able to say “Nice~~~” for the next 10 minutes.
They may repeat the save at the end of their turn if they have taken damage within the last round. The DC reduces itself by 2 each time they fail.

Ingredients: 69 Spicy-Berries, Eye-Flower Fluid, Filtered Dark Moss Droplets

70. An-sturm

Drink: After drinking this potion your movement speed increases by 10 ft.. Additionally every friendly creature that follows you on their turn, also has their movement speed increased by 10 ft..
This effect lasts for 10 minutes.

Thrown: Upon impact it shatters in a 15 ft. radius and every creature in that radius can travel for additional 1d4 hours during the next 24 hours before suffering levels of exhaustion.
This effect does not stack.

Ingredients: DandeLion Spores, Purified Mountain Water, Filtered Salt-lake Water

71. Potion of Outta'here

Drink: After consuming this potion you are instantaneously transported to the Ethereal Plane. After 1d10 rounds you get expelled out again at a position correlating with your position on the Ethereal Plane, getting expelled to the nearest free space if the place is already occupied.

Thrown: Upon impact, you are instantaneously transported to the position of impact- You can throw the potion accurately for a number of feet equal to twice your Strength score or inaccurately for four times your Strength score. If thrown inaccurately you appear in a random location within 15 ft. of the aimed for space.

Ingredients: Flickering Spores, Purified Mountain Water, Filtered Salt-lake Water

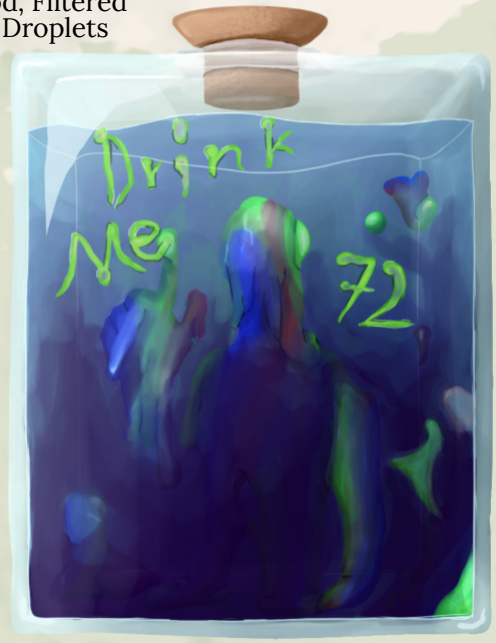
72. Potion of the Other

Apply only! DO NOT DRINK!!!

Drink: Upon drinking this potion, your mind falls unconscious, while your body starts being controlled by another malevolent being for the next 2d6 hours.
This being has goals contrary to your own and tries to foil your plans while achieving its as much as it can. By itself it will not inflict harm upon you or destroy equipment, but might spill secrets or get you into trouble with authorities.

Applied: Upon being applied onto any material, that material and others that are nearby form a magical puppet that assumes the face and equipment of the person using the potion. Its statistics become that of a Doppelganger but being a construct instead of a monstrosity and being unable to change appearance.
This being stays under you control for 24 hours and can perfectly impersonate you. After which it turns back into its materials.

Ingredients: Blood of a Mimic or Doppelganger, Insect Blood, Filtered Dark Moss Droplets



72. Potion of the Other

73. HØNK

Drink: Upon drinking this potion the only sound you can make is the fearsome HØNK of a goose. These sounds count as any verbal component of any Spell. Also you have advantage on Intimidation (Charisma) checks if you HØNK aggressively.
Any humanoid or beast creature of CR ½ or lower, will instinctively run away from you.
This effect lasts for 2d10 hours.

Thrown: Upon impact, a spectral goose appears. This goose is impervious to all damage and can't be grappled, restrained nor its movement impaired.
It is hostile to everything and will immediately start by trying to steal an object another creature is holding. It then tries to run away. If the object is taken from the goose it will proceed to look for a new object preferable from another creature.
This goose will exist until it successfully stole an item, never to be seen again.

Ingredients: A tear from an Outer God... or from a goose, Corpse Flower Pool, Filtered Salt-lake Water

74. Insta Grease

Drink: Upon consuming, your body instantaneously produces enough grease to completely cover you. You are immune against being grappled or restrained. Additional you can squeeze through narrow passages without costing extra movement, as long as it is not smaller than half your size.
Furthermore after moving more than 10 ft. at a time you slide an additional 5 ft., for each 10 ft. or straight movement, in that direction.
This effect lasts 24 hour or until the grease is washed off.

Thrown: A puddle of slippery grease appears within a 15 ft. radius of the impact. The area is difficult terrain and each creature that enters for the first time, tries to stand up or starts their turn there must make a DC 14 Dexterity saving throw or drop prone.

Ingredients: 100 Year Old Grease, Green Frog Secretion, Filtered Salt-lake Water

74. Insta Grease

75. Potion of Supreme Smell

Drink: After drinking this potion, you become deafened and blinded. However your sense of smell improves manifold, giving you 60 ft. of Blindsight, as long as you can smell.
Additionally, you can recall the smell of any creatures that you were within 30 ft. of during the last hour or of which you have an object that smells of them. If said creature is still within 10 miles you know the direction towards them.
The effect lasts 1d10 hours.

Thrown: Upon impact every creature within 10 ft. of the impact becomes marked by a very distinct, pleasant smell that you can follow and more easily find for the next 7 days or until that smell is washed of.

Ingredients: Nose Plant Fruit, Eye-Flower Fluid, Purified Mountain Water

76. Brain Blender

Drink: Upon consumption the consumer's thoughts and emotions are transmitted to any sentient creature in a 30 feet radius. This encompasses only surface thoughts and lasts for 1d4*10 minutes, during which they have disadvantage on attack rolls.

Applied: After being applied to a weapon, that weapon deals an additional 1d4 psychic damage on hit. Alternatively, if applied to a piece of armor, every psychic damage the wearer receives is reduced by 1d4. When hitting with the weapon or being hit by an enemies while wearing the armor, their immediate thoughts are transmitted to your. You will know their mood, motives and possible worries.
Applying the Brain Blender takes one minute and the Brain Blender lasts for 10 minutes, until washed off or until you hit or are hit 10 times.

Ingredients: Eye-Flower Fluid, White Swamp Oak Sap, Filtered Spring water, Brain grubs (Grind Down)

77. Light ↔ Dark

Drink: Upon Drinking this potion, you gain Darkvision out to a range of 120 ft.. Furthermore you can see everything in perfect color during that time.
However you also gain sunlight sensitivity during that time. Dim light stays the same.
After 2d10 hours this effect fades.

Thrown: Upon Impact Light and Dark switch places in a 30 ft. radius. Bright light becomes non-magical darkness and darkness non-magical light.
This effect lasts for 2d10 minutes.

Ingredients: Night-blossom, Sun-Spores, Scale Snail Slime Essence

78. Bubble

Drink: After drinking this potion, you swell up like a balloon and start to hold your breath. Your weight becomes 1 lbs, no matter what it was before and your size becomes one larger. You don't take fall damage and bounce around instead. Others may land on you safely as well. You don't run out of breath either. While blown up you can neither attack nor cast spells.
The effect lasts 1d10*10 minutes or until you release your breath.

Thrown: Whatever ground the potion impacts on, swells up and becomes a 10 ft. wide soft space filled with air. Anyone falling onto that space has their fall damage reduced by up to 50 damage. Additionally your high jump is increased by 15 ft. while jumping on the balloon. After 24 hours this space deflates itself.

Ingredients: Balloon Fruit, Royal honey, Filtered Dark Moss Droplets

79. Power of Blood and Flesh

Drink: Upon drinking, each time you make an attack roll, skill check or saving throw you can give yourself a bonus to that roll, equal to whatever number you choose. You can do so after rolling, but before the DM tells you the outcome. Whether or not you succeed you take damage equal to the bonus you gave yourself. This damage can not be reduced or prevented in any way and your Hit Point Maximum is reduced by an equal amount until the end of your next long rest.
The effect lasts for 2d6 hours.

Thrown: Upon impact each creature within a 15 ft. radius, must make a DC 15 Strength saving throw as their muscles spasm and their flesh convulses. On a failure the target has disadvantage on all rolls involving Strength and Dexterity, their movement speed is halved and they can't attack more than once a turn nor concentrate on any Spell.
At the end of each turn they can repeat the safe, ending the effect on a success.

Ingredients: Gristlebloom Pedals, Corpse Flower Pool, Purified Mountain Water

Drinking this is the emphasis of high risk high reward. How much is one ready to put themselves closer to death to succeed? Be sure to remind them of that, since reduced max HP also heighten the chances of being over-killed and instantly dying.

80. Poof

Drink: After consuming this potion each time you would be hit by an attack you can use your reaction to disappear, causing the attack to miss and then reappear within 5 ft. of your original spot.
This effect lasts for 10 minute or until you used to ability 10 times.

Thrown: Upon impact each creature within 15 ft. blinks out of existence for 6 seconds then reappearing at the same spot or the nearest unoccupied one, at the start of their turn.

Ingredients: Blink Pollen, Royal honey, White Swamp Oak Sap

81. Shadow Cloak

Drink: Upon consumption your shadow envelopes you like a mantel. During that time, if you are in direct sunlight, you take 1d6 fire damage at the start of your turn and are vulnerable to radiant damage.
However at the end of each turn, if you aren't within sunlight or took radiant damage that turn, you gain temporary HP equal to your level and have resistance to necrotic damage.
The effect lasts for 1d6 hours.

Thrown: Upon impact, each visible shadow or darkness lashes out towards the nearest target, every creature within a 20 ft. radius of the impact must make a DC 15 Dexterity saving throw taking 2d4 slashing damage and are restrained for one minute or until a bright light shines directly at their shadow.
They may repeat the safe at the end of their turn.

Ingredients: Shadow Nasturtium Petals, Corpse Flower Pool, White Swamp Oak Sap

82. Aura of Light

Drink: Upon consumption you begin to glow with bright light in a 10 ft radius and dim light in an additional 10 ft radius.
Every friendly creature within the bright light gains your proficiency modifier + your Charisma modifier temporary HP at the start of their turn and are under the effect of the bless spell as long as they stay within the light. This however does not include yourself.

Thrown: Every creature within a 15 ft. radius of the impact gains 2d10+5 temporary HP and has advantage on saving throws against being frightened or charmed. This effect lasts for 2d10 hours.

Ingredients: Everlight Blossom, Green Frog Secretion, Filtered Spring water

83. What to do?

Drink: After consuming this potion, you feel a strong urge to go somewhere. Though you might not know exactly why, it feels like this is the right course of action.
This feeling persists for 1d10 minutes and then leaves a lingering feeling behind.

Thrown: Upon impact with an enemy or puzzle, a hint such as a likely weakness, or hidden lever will slightly begin to glow giving anyone advantage on spotting it.

Ingredients: Four leafed clover juice, Eye-Flower Fluid, Filtered Dark Moss Droplets

This potion is a great plot device when your players are stuck and have troubles deciding their next move, filling the same niche as some divination spells.

84. Less Bones

Drink: Upon consuming this potion all your bones dissipate and stay gone for 1d10 minutes. Magic keeps your form upright and moving. During this time you can squeeze through any opening as small as 5 inches, however your movement speed is halved. Furthermore you gain resistance to bludgeoning damage.

Thrown: All creature within 15 ft. of the impact must make a DC 15 Constitution saving throw or get their bones soften. If they are skeletons, they fall apart. Other creatures have disadvantage on Strength saving throws, attacks and Strength checks. The effect lasts for 1d10 Minutes. They may repeat the saving throw at the end of their turn to end the effect.

Ingredients: Bone Pudding, Purified Mountain Water, White Swamp Oak Sap

85.Randomizer

Drink: After consuming this potion you get polymorphed into a random insect or animal creature that was used in the creation of this potion. The effect lasts for 1 hour or until the HP of your polymorphed form is dropping to 0.

Thrown: Every creature in a 15 ft. radius must succeed on a DC 13 Constitution saving throw or be randomly polymorphed into one of the beasts used in the creation of this potion (rolled individually). This effect lasts for 1 minute or until their respective HP are dropping to 0.

Ingredients: Body fluids of 10 different insects or animals, Royal honey, Filtered Dark Moss Droplets

When they buy or find this potion you can simply pick a beast you have at hand already. For your players it seems random even when you know its not.

86. Liquid Weapon

86. Liquid Weapon

Drink: After drinking this metallic potion, you can use an action to materialize any metal weapon weight 2lb or less in your hand. Once you used this ability the potions effect fades away.
If you do not materialize a weapon in such a manner after 24 hours, the potion is digested and becomes useless.

Applied: If applied to a weapon, the potion will form a perfect imitation of it. The imitations looks and works the same way as the weapon in any regard, unless if the weapon the potion was applied to was magical. In which case the duplicate is a non-magical version of it.

Ingredients: Molten Iron (careful hot!), Insect Blood, Purified Mountain Water

87. Mos-Kite-Oh No

Drink: After drinking this potion you smell strongly of blood, luring in all the Mosquito in the area. During the next 24 hours they won't leave you alone. When taking a short rest your hit dice value is reduced by 1 HP per dice spent. Additionally after taking a long rest you take 1*your level piercing damage.
On the bright side, no creature with blood wants to be around you during that time.

Thrown: Every creature within a 10 ft. radius attracts a swarm of Mosquito, if there are any around. During the next minute they take 1 point of piecing damage at the start of each turn and can't heal any HP for the duration.
The effect ends early if the subject is submerged in water and the effect doesn't function for 1 round if the target uses the dash action.

Ingredients: Red Blood, Insect Blood, Detoxified Insect Rot

88. Potion of Solid Touch

Drink: After ingesting this potion all matter is solid to your touch if desired. You can walk on water and any current doesn't effect you. With your hands you can shape liquids into any shape, as if it they were malleable solids and they stay that way until you let go of them.
Furthermore you may climb liquids like waterfalls with ease. Dangerous liquids like lava or acid still cause damage to you, but only half as much as they normally would.
This state lasts for 1d6 hours.

Thrown: Upon impact with any free liquid in a 10 ft. radius sphere becomes mostly solid without freezing or otherwise changing its state. Any creature that interacts with it may form it like clay and it stays in that form until the potions effect runs out. The liquid is still subject to gravity but otherwise floats normally.
The effect lasts for 1 hour.

Ingredients: Non-Newts Mucus, Royal honey, Filtered Spring water

89. Basically Dynamite

Drink: WHY THE LIVING FUCK WOULD YOU DO THAT?
You explode... Every creature within a 10 ft. radius must make a DC 13 Dexterity saving throw taking 6d6 fire damage on a failure and half as much on a success. You automatically fail that save.

Thrown: Upon impact FIREBALL! Each creature in a 20 ft. radius must make a DC 13 Dexterity saving throw, taking 8d6 fire damage on a failure or half as much on a success. Furthermore buildings take twice as much damage. You can throw this a distance equal to twice your strength score.

Ingredients: Industrial refined volatile fuel, Scale Snail Slime Essence, Filtered Spring water

90. REEEAALLL Good Relaxation

Drink: For the next 1d4 hours you get high as a kite. You can't be surprised, charmed or frightened nor angry or sad. You gain a -5 to your initiative and have disadvantage on all skill checks and attack rolls.
You feel real good the entire time though.

Thrown: Upon impact a 30 ft. radius sphere becomes the perfect space for relaxation for an hour. If you take a short rest in that area all hit dice heal an additional 2 Hit Points.
Additionally after the rest you gain advantage on your first attack roll or skill check.

Ingredients: Maraune leaves (dried), Purple Frog Secretion, Clear Moon-pool water, Nip-Nip Herb

91. Resize Potion

Drink: after consuming this potion you can use your action to magically enlarge or shrink yourself, you can only go one size at a time and can't get bigger than huge or smaller than tiny.
For each size larger than normal you gain +1d4 damage and advantage on Strength saving throws and checks but disadvantage on Dexterity saving throws and checks.
For each size smaller you gain -1d4 damage and disadvantage on Strength saving throws and checks, however +1 AC and advantage on Dexterity saving throws and advantage on Stealth (Dexterity).
The effect lasts for 1d10 minutes, after which you become your normal size again.

Thrown: Upon impact each creature within 10 ft. grows or shrinks one size at the start of their turn at random. The resizing effect are the same as when drunk. But the effects only lasts for 1 minute, after which they become their normal size again.

Ingredients: Giant Mushroom Spores, Tiny Mushroom Spores, Royal honey, White Swamp Oak Sap

Remember next to mechanical buffs and debuffs size is also an environmental factor, allowing you to reach places that are out of reach to your normal size.

92. Presente-Potion

Drink: Upon consuming you become outright cordial presentable, your body and clothes become completely clean, your teeth shine white and your hair becomes pristine. Any scales or horns shine like polished jewels. Any scars aren't visible and torn clothes stitch themselves up.
For the next 24 hour people feel an aura of awe radiating for you, though some might see you as snooty and dislike you. Not that they would ever mention their disposition towards you.
High society and places where for the rich welcome you during that time, assuming you are one of them.
After 24 hours the aura disappears but you remain clean as long as you normally would.

Thrown: Upon impact any creature within a 30 ft. radius becomes cleaned up. Dirt and filth just falls off and they smell like fresh flower perfume. Additionally if their clothes or other equipment is torn, they are instantly repaired, as long as no material is missing.

Ingredients: Fresh Flawless-Flower Pedals, Purified Mountain Water, Filtered Dark Moss Droplets

93. An A

Drink: Upon drinking when using an action or ability you can change any letter in that abilities or actions name to an A, add an A and or remove an A, possibly changing the effect of the action or ability according to the new name.
You can change an ability this way for the next hour or until used once.
If the new word makes no sense, nothing happens.

Applied: Upon being applied to an inanimate non-magical material or object you may change any letter in the name of that material or object to an A, remove an A or add an A. The material will then change according to its new name.
The effect lasts indefinite, but can be dispelled during the next 7 days, after which it becomes permanent.
If the new word makes no sense or the object is to big nothing changes.

Ingredients: Aalala Algae, Royal honey, Eye-Flower Fluid

Reward creativity, this potion mainly works by bending semantics, which should be celebrated and not denied. However the last word is still with the GM and should be respected.

94. Belch Potion

Drink: This fizzy potion causes the one who drinks it to burp. They can decide to try and suppress it, making a DC 13 constitution saving throw, taking 3d4 force damage on a failure and no effect on a success.
Alternatively they can try to lean in and direct to blast. Making a Constitution (Performance) check to determine the effect that it causes. Below 8 they cast Thunderclap (1d6), on an 8-10 they cast a first level Thunder-wave and for each 3 higher than 10 the spell level increases by 1. The save DC is always 13.

Thrown: Upon Impact a loud burp can be heard up to a distance to 300 ft. also any creature within 30 ft. must make a Constitution saving throw DC 15 or be deafened for one minute. They may repeat the save at the end of their turn.

Ingredients: Fizzy Bubbles, Scale Snail Slime Essence, Clear Jungle Dew

93. An A

95. Right behind you

Drink: After drinking this potion you turn invisible. Additionally an illusory image of yourself appears ten feet in front of you and it mimics all your movements.
Others who see this can figure out the illusion by making a successful DC 14 Intelligence (Investigation) check. They gain advantage when the illusion does something, or goes somewhere that makes no sense.
The effect lasts for 3d10 minutes or until you attack, cast a spell or are attacked directly by a creature that figured the illusion out.

Thrown: Upon impact an illusory image of random people appear in front of every creature within a 30 ft. radius. They point in fear behind them as if there was a terrifying monster.
Any creature must make a DC 13 Wisdom Safe or follow their finger, upon which the illusory figure itself transforms into a terrifying monster which the target spots once they turn back around. They are then frightened of the illusion and must use their reaction to unwillingly move their whole movement speed away from the illusion in the most direct, safe path.

Ingredients: Hallucilily petals, Purple Frog Secretion, Clear Moon-pool water

96. Lagggsss

Drink: Upon drinking this potion all damage that you take arrives at the end of your next turn all at ones. The damage types stay the same. The same happens to any status effects directed at you. However all damage and effects you deal are also delayed until the end of the effected creatures turn.
This effect lasts for 1d10 minutes or until you are knocked unconscious or killed.

Thrown: Upon impact any creature within a 30 ft. radius can't move until the start of your next turn, at which they will appear in a random spot at the maximum of their walking distance.

Ingredients: Green Frog Secretion, Clear Moon-pool water, Shuttering leafs.

For the thrown effect simply determine a safe direction, Roll a d8 if nothing is blocked or dangerous, and have them appear there.

97. Potion of Instant Summon

Drink: This potion consists of two vials. Upon drinking vial 1 of the pair, you become attuned to vial 2. For the next 2d10 days you can be summoned by the second flasks thrown property.
If the second flask isn't used in that time, the bond vanishes.

Thrown: Up impact, if a creature is attuned to the vial 1, they are instantaneously summoned to the point of impact, as long as they are on the same plane of existence.
If no creature is attuned to vial 1, or their attunement time runs out, nothing happens on impact.

Ingredients: Split-Tree roots, Split-Tree Branches, Insect Blood, Filtered Dark Moss Droplets

98. Goating Potion

Drink: After consuming you can walk along and upwards any surface that is less than 90° to the ground.
Additionally while engaged in combat, you can use a Bonus Action to 'goat' enemies. They must succeed on a Wisdom saving throw DC 14 or have disadvantage on all attacks made against enemies other that you.
The effect of this potion lasts for 1d10 hours.

Thrown: Upon impact each creature within 15 ft. must succeed of a Wisdom saving Throw DC 14 or feel deeply insulted by the other creatures they see. Making them angry but not necessary outright aggressive against each other.

Ingredients: Goat-Saliva, Lumino-plant fluid, Purified Mountain Water

99. Déjà Vita

Drink: After drinking this potion a creature regain HP equal to an amount determined by the last damage from a single source it received. Roll a 1d4. On a 1 they regain 25%, on a 2: 50%, on a 3: 75% and on a 4 they regain HP equal to the total 100% of damage taken.

Applied: If applied to a weapon or 10 pieces of ammunition, when the weapon deals damage to another creature that creature instantaneously regains HP equal to the weapon damage dice plus the modifier used by the attacker.
Applying the Déjà Vita takes 1 minute and its effect lasts for 1 hour or until the weapon was used to deal damage 10 times.

Ingredients: Clock-Work Growth, Scale Snail Slime Essence, Detoxified Insect Rot

100. Potion Potion

Drink: Upon Drinking this potion, roll three times on this table and add all three effects together at once, without side effect. Fudge all undrinkable Potions one up or down, or re-roll that d100.

Ingredients: The unique byproduct of brewing 100 potions.

Here we are. 100 Potions in a neat list with some illustrations and my occasional commentary. But we are not quiet done yet, though the following pages are much more interesting for GMs. So if you are a nosy player, thank you for sticking with us so far and please convince your GM to include these weird and funny brews in their games.

97. Potion of Instant Summon

Ingredients/Index

These tables I included for a specific purpose. Next to a way to easier remember what the ingredient you gave out can be used for, it is good tool to have at hand if a player goes foraging.
If one of your players loves trying to gather possibly useful ingredient and rolls very well, you as the GM can easily pick an ingredient from the list and reward them with it. They then may research the corresponding potion, gather the other ingredients and craft it, or sell it.

Main Ingredients:

Ingredient	Associated School of Magic	Used in No.# *(Page)*
Green Frog Secretion	Abjuration (Strong)	**2** *(1)*; **10** *(3)*; **17** *(4)*; **28** *(6)*; **43** *(9)*; **47, 49** *(10)*; **62, 64** *(13)*; **74** *(15)*; **82** *(16)*; **96** *(19)*
White Swamp Oak Sap	Abjuration (Weak)	**9** (2); **13** *(3)*; **24** *(5)*; **26** *(6)*; **76** *(15)*; **80, 81** *(16)*; **84** *(17)*; **91** *(18)*
Insect Blood	Conjuration (Strong)	**8** *(2)*; **10, 14** (3); **22** *(5)*; **50** *(10)*; **52** *(11)*; **72** *(14)*; **86, 87** (17); **97** *(20)*
Filtered Salt Lake Water	Conjuration (Weak)	**3** *(1)*; **9** *(2)*; **18** *(4)*; **20** *(5)*; **25, 27, 30** *(6)*; **55** *(11)*; **70, 71** *(14)*; **73, 74** *(15)*
Eye-Flower Fluid	Divination (Strong)	**10, 12** *(3)*; **16** *(4)*; **23** *(5)*; **33, 35** *(7)*; **53** *(11)*; **60** *(12)*; **65, 66** *(13)*; **69** *(14)*; **75, 76** *(15)*; **83** *(17)*; **93** *(19)*
Clear Moon-pool Water	Divination (Weak)	**9** *(2)*; **32** *(7)*; **41** *(8)*; **52** *(11)*; **57** *(12)*; **90** *(18)*; **95** *(19)*
Lumino-plant Fluid	Enchantment (Strong)	**7** *(2)*; **10** *(3)*; **21, 24** *(5)*; **26** *(6)*; **36** *(7)*; **37, 38** *(8)*; **44** *(9)*; **56** *(11)*; **98** *(20)*
Filtered Dark Moss Droplets	Enchantment (Weak)	**6, 9** *(2)*; **11** *(3)*; **33** *(7)*; **37** *(8)*; **46** *(9)*; **48** *(10)*; **58, 59, 61***(12)*; **69, 72** *(14)*; **78** *(16)*; **83, 85** *(17)*; **92** *(18)*; **97** *(20)*
Scale Snail Slime Essence	Evocation (Strong)	**10** *(3)*; **15** *(4)*; **40** *(8)*; **43** *(9)*; **57** *(12)*; **77** *(15)*; **89** *(18)*; **94** *(19)*; **99** *(20)*
Filtered Spring Water	Evocation (Weak)	**4, 9** *(2)*; **19** *(4)*; **23** *(5)*; **28** *(6)*; 45 (9); **49** *(10)*; **62, 65** *(13)*; **76** *(15)*; **82** *(16)*; **88, 89** *(18)*
Purple Frog Secretion	Illusion (Strong)	**10, 11** *(3)*; **17** *(4)*; **21** *(5)*; **32** *(7)*; **42, 46** *(9)*; **51** *(10)*; **61** *(12)*; **90** *(18)*; **95** *(19)*
Clear Jungle Dew	Illusion (Weak)	**9** *(2)*; **16** *(4)*; **34** *(7)*; **53** *(11)*; **66** *(13)*; **94** *(19)*
Corpse Flower Pool	Necromancy (Strong)	**3** (1); **10** *(3)*; 29 *(6)*; **39** *(8)*; **47** *(10)*; **73** *(15)*; **79, 81** *(16)*
Detoxified Insect Rot	Necromancy (Weak)	**9** (2); **29** *(6)*; **51** *(10)*; **63, 64, 67** *(13)*; **68** *(14)*; **87** *(17)*; **99** *(20)*
Royal Honey	Abjuration (Strong)	**1** *(1)*; **5, 6** *(2)*; **10, 12, 14** *(3)*; **15** *(4)*; **22** *(5)*; **27** *(6)*; **31, 34** *(7)*; **45** *(9)*; **50** *(10)*; **55** *(11)*; **63, 67** *(13)*; **78, 80** *(16)*; **85** *(17)*; **88, 91** *(18)*; **93** *(19)*
Purified Mountain Water	Abjuration (Weak)	**2** *(1)*; **4, 8, 9** *(2)*; **13** *(3)*; **20** *(5)*; **38, 40** *(8)*; **54, 56** *(11)*; **58, 59, 60** *(12)*; **70, 71** *(14)*; **75** *(15)*; **79** *(16)*; **84, 86** *(17)*; **92** *(18)*; **98** *(20)*

Special Ingredients:

Ingredient	Used in Potion	Page
100 Year Old Grease	74. Insta Grease	15
A Bottle of ink	35. Map Cap Potion	7
A tear from an Outer God... or from a goose	73. HØNK	15
Aalala Algae	93. An A	19
Ant Poison	01. Ant Potion	1
Ant Queen Nectar	01. Ant Potion	1
Avoiding Vine buds	41. Short Term Future Gain Potion	8
Balloon Fruit	78. Bubble	16
Bearded Moss	58. Calming Deep Potion	12
Bi-Bon saplings	13. Photosynthesis Potion	3
Blink Pollen	80. Poof	16
Blood of a Mimic or Doppelganger	72. Potion of the Other	14
Blue Rock Petal	52. Freaky Friends Potion	11
Body fluids of 10 different insects or animals	85.Randomizer	17
Bone dust from a corpse dead for more than 100 years	29. Black Vein Potion	6
Bone Pudding	84. Less Bones	17
Bounce Mushroom spores	62. Bounce Bounce Potion	13
Brain grubs	76. Brain Blender	15
Brown tree-beans	25. Cold Dog potion	6
Cat Hair	48. Tabaxi's Jollies	10
Celeste Jellyfish	15. Jelly-Regeneration Potion	4
Cerebral Fruit	17. Potion of Drunk Science	4
Clock-Work Growth	53. Time Out Potion	11
	99. Déjà Vita	20
Cone flower	16. Stridulation potion	4
Corrosive Ooze	39. Metal Muncher Potion	8
Crystalline Death-cap mushroom	03. Specter Potion	1
Crystalline Magic	57. Liquid Wildness	12
	64. ShieldForMagic	13
DandeLion Spores	70. An-sturm	14
Detoxified Giant Spider Poison	45. Giant Spider Potion	9
Devil Sprout	50. Demon Blood Potion	10
Echo of a flower	32. Echos Might	7
Everlight Blossom	82. Aura of Light	16
Fear Flower	51. Panic Potion	10
Five-fingered-mushroom	14. Armed potion	3
Fizzy Bubbles	94. Belch Potion	19
Flickering Spores	71. Potion of Outta'here	14
Fluttering Vines Juice	22. 10 minutes Ago Potion	5
Four leafed clover juice	83. What to do?	17
Fresh Flawless-Flower Pedals	92. Presente-Potion	18
Frog Laich mucus	27. Water Skin Potion	6
Funny Bone Plant	37. Jokeium Potion	8
Fyngum Stinkus	30. Stink Potion	6
Giant Corb Mushroom Spores	31. Potion of Feeble Growth	7
Giant Mantaglider wings	04. Potion Light	2
Giant Mushroom Spores	91. Resize Potion	18
Giant Worker Ant	01. Ant Potion	1
Goat-Saliva	98. Goating Potion	20
Golden Truffle	40. Rejuvenation Juice	8
Goldhorn Beetle	49. Divine Shield Potion	10
Green Rattlevine	5. Vine Potion	2
Gristlebloom Pedals	79. Power of Blood and Flesh	16
Half a Dozen Frog Eggs	20. Bubble Frog Potion	5
Hallucilily petals	11. Paracusia Potion	3
	95. Right behind you	19
Hammer Bush Berry	54. Push Potion	11
High percentage Alcohol	17. Potion of Drunk Science	4
Industrial refined volatile fuel	89. Basically Dynamite	18
Insect resonance bladder liquor	26. Raging potion	6

Ingredient	Used in Potion	Page
Low-beat Cattail	33. Luck Reversal Potion	7
Maraune leaves	90. REEEAALLL Good Relaxation	18
Medicinal Herbs	68. Potion of False Health	14
Mememores	66. Thinker Vision	13
Molten Iron	86. Liquid Weapon	17
Mubbel Bug Essence	65. Key Finder	13
Mucus left by a Demon	50. Demon Blood Potion	10
Night-blossom	77. Light ↔ Dark	15
Nip-Nip Herb	44. Natures Friend Potion	9
	48. Tabaxi's Jollies	10
	90. REEEAALLL Good Relaxation	18
Non-Newt Mucus	88. Potion of Solid Touch	18
Nose Plant Fruit	55. Nose Plant Potion	11
	75. Potion of Supreme Smell	15
Pengali Pepper	18. Pengali Pepper Potion	4
	28. Fire Blood Potion	6
Pork-chop	56. Pig Potion	11
Prime Sunflower	38. Prime Time Potion	8
PulPul Mushroom Spores	07. Forgetful Potion	2
Pulverized giant insect chitin	02. Chitin Potion	1
Pulverized Insect Mandibles	16. Stridulation potion	4
Pulverized Insect Wings	34. Vermin Wing Potion	7
Red Blood	28. Fire Blood Potion	6
	87. Mos-Kite-Oh No	17
Red Mist Petal	52. Freaky Friends Potion	11
Red-Black Tartan moos	24. Potion of the Scots	5
Ruin Moss	35. Map Cap Potion	7
Sea-Scorpion Poison	63. MerSkorp Potion	13
Shadow Nasturtium Petals	81. Shadow Cloak	16
Shambling Mound core	12. Eye-Eye Potion	3
Shuttering Leafs	96. Lagggsss	19
Silent Crawler Stem	42. Hushpotion	9
Smiley Daisy	61. Obnoxious Optimism	12
Spicy-Berries	69. *Nice*	14
Split-Tree Branches	97. Potion of Instant Summon	20
Split-Tree Roots	97. Potion of Instant Summon	20
Steel Fiber Grass	23. Headless Potion	5
Stick Blossom Coating	8. Stick-Stick Potion	2
Sun-Spores	19. Blue Light Potion	4
	77. Light ↔ Dark	15
Sweet Swamp Sprouts	25. Cold Dog potion	6
The unique byproduct of brewing 100 potions	100. Potion Potion	20
Thunders wake Mold	43. Thunders wake Potion	9
Tiny Mushroom Spores	91. Resize Potion	18
Topsy-Turfy Truffle	46. Topsy-Turvy	9
Twin-Spiral Berries	47. Partners in Potion	10
Twisting Vines	67. Distorting Potion	13
Up-beat Reed	33. Luck Reversal Potion	7
Variegation Grass	36. Miss Magic Potion	7
Venus Trapper Stem	21. Potion of the Eyes Delight	5
Vermin Cabbage	34. Vermin Wing Potion	7
Vertigo Flower	59. Ex Altiora	12
Watch-out Weed	60. Potion of Sit Down, Shut up and Listen	12
Yellow dandelion seeds	06. Potion of Mild Levitation	2

The Main Ingredients are what is most setting and campaign dependent. You can either adjust or rename ingredients associated to the types of magic or replace them with generic ***Alchemic Compounds*** *that can be distilled or bought.*

The special ingredients also don't always make sense in any campaign setting. If you find yourself unable to reasonable hand them out, but want to open up the possibility of potion craft, you may either change them or simply call them "unidentified ingredients" until they figure out to which potion they associate. Then you can simply call them "ingredients for potion X".

Side Effects

Side effects may appear after consuming any magical potions of questionable source and can have either lesser or more severe repercussions, determined by a constitution saving throw and the **Main Ingredients** used in them.
If rolled below a 12, a lesser side effect will appear and if below a 5 or on a natural 1, a severe side effect occurs.

Abjuration:
- *Lesser*: White spots of bark grow out of your finger and toenails. They stay until grown out, which takes approximately one to two weeks.
- *Greater*: Your body-structure hardens uncomfortably. For the next 1d10 days your movement speed is reduced by 5 ft..

Conjuration:
- *Lesser*: Your body takes on noticeable features from outer-planar creatures, determined by the last type (or GMs discretion) you encountered. Such features might include elemental hair, devil horns or cosmetic tentacles.
- *Greater*: For the next 1d10 days you can not leave this plane of existence nor teleport to any degree. Furthermore any creature of a different plane will notice a strong stench emitted by you. You can't be hidden from them while within 30 ft..

Divination:
- *Lesser*: Your eyes become a slate of pure pale white, not impeding your vision but quite unsettling looking. This lasts for one week.
- *Greater*: Your dreams are filled with erratic glimpses of the future of random people. The next long rest you take has no effect for you.

Enchantment:
- *Lesser*: For some reason people are irritated by your voice. Not to a degree of dislike, but irritated none the less. This lasts for three days.
- *Greater*: Friends and enemies become an enigma for you. For the next 24 hour you regard everyone and everything as indifferent.

Evocation:
- *Lesser*: Small green scales are forming all over your body, they slightly itch, but fall out after 1 week.
- *Greater*: Your body erupts with elemental energy. You immediately take 1d6*your level either fire, thunder, lightning, cold or acid damage (determined randomly).

Illusion:
- *Lesser*: Your hair becomes a random bright neon-color each morning for the next week.
- *Greater*: Your limbs fade in and out becoming invisible to you at points. Your gain a -1d4 on all rolls that need precise spacial awareness for the next 1d10 days (At GMs discretion).

Necromancy:
- *Lesser*: Black veins form around your eyes and remain there for a week.
- *Greater*: Your life's vigor decreases. Your Hp maximum is decreased by 2*your level for the next 1d6 days.

Transmutation:
- *Lesser*: A form of small insect feature grown on you, such as pincers or antennas. They fall out after one week.
- *Greater*: Your eyes become bulged and you are unable to blink. As long as they aren't kept moist you have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks that are sight based, as well as attack rolls. To moisturize you need 1 oz. of water each hour. This effect lasts 1d6 days.

Side Effects are fun ways to engage players with some risks when drinking questionable potions. It is advised to communicate this possibility beforehand, especially when using the Greater side-effects.

And as always, it is fun to make side-effects up on the spot. Go wild and go weird with them.

Appendix

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Throw this poor sap a copper. He puts way to much effort into these things and then hands them out for free, even though he is nearly broke himself.

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